

### Amendments to the Abstract:

Please replace the existing abstract with the following amended abstract:

Q2 A casino game and method having a first display for playing a slot machine displays for a wager one displaying a pay table; a processor displaying on a second display a matrix of random comprising symbols for player selection of at least one symbol. Providing strategic information to the player for favorable play. Converting the at least one position associated with the at least one symbol selected to be wild and awarding the player in accord with available pay table and/or game rules. Allowing the player to make a wager and begin play of a reel slot machine having positions set in a matrix of columns and rows wherein symbols move during play in the columns and stop in perhaps one of the rows. After the reels stop the player selects one or more symbols in accord with the rules of play and/or pay table. The player applies strategy based on information available on the pay table and/or rules of play to select at least one symbol. The player qualifies for wild symbols by random achievement of triggering. An apparatus for strategically playing a casino slot machine for a wager has a display for pay table and/or rules of play information and a matrix presentation for each wager of symbols randomly positioned. With a selector the player chooses one or more symbols and a converter changes that to be wild for awarding according to the pay table and/or rules of play. randomly positioned in rows and columns, the matrix of symbols randomly including at least one trigger symbol; and an input for a player to select at least one symbol within the matrix. The selection by the player prompted by the inclusion of the at least one trigger symbol in the displayed matrix of symbols, wherein the processor converts to wild the selected at least one symbol within the matrix and of awarding the player in accord with the displayed pay table.